VALIANT
AUG NO. 3
25¢ CAN
VALIANT
=VOICE=
MAY IS X-O MONTH!
INTERVIEWS WITH THE "X-O's MENOWAR"
FINALLY... VALIANT SHIRTS AND CAPS INFO!
THE SERIAL NUMBER CONTEST IS COMING TO TOWN!
The VALIANT TIMELINE Continues, and MORE!
X-O MANOWAR TRADE PAPERBACK COMING IN MAY!

VALIANT. VOICE.

VOLUME NUMBER ONE
ISSUE NUMBER THREE

X-O MANOWAR MAY IS FOR MANOWAR

This month VALIANT is honoring one of its foremost superheroes, *X-O MANOWAR*, by declaring May "X-O MONTH." As part of our celebration, VALIANT will be offering several products that explore the past, present and future of our resident barbarian.

First among these is *X-O MANOWAR* #0, the long awaited prequel to the popular *X-O MANOWAR* series. The story, by BOB LAYTON and JORGE GONZALEZ, focuses on Aric's long captivity at the hands of the Spider Aliens. The blazing hot-art team of JOE QUESADA and JIMMY PALMIOTTI provide both the cover and the interior art for what is another classic VALIANT "zero" issue. *X-O MANOWAR* #0 will also feature the first full *chromium*™ wrap around cover produced for comics, making Quesada and Palmiotti's cover art leap off the page. *X-O MANOWAR* #0 will be 32-pages and retail for $3.50 ($4.25 Canadian).

Next is the *X-O MANOWAR*™ TRADE PAPERBACK. This perfect-bound edition features new cover art by BOB LAYTON and reprints issues #1 - 4 of the popular VALIANT series. Also included in the poly-bagged package is a separate 8-page X-O DATABASE, *with transparent color overlays revealing the inner workings of the X-O Manowar armor.* This is a must for all VALIANT fans and is a great opportunity for new readers to catch up on those expensive early issues at a reasonable price, plus get a special premium book! *X-O MANOWAR* TRADE PAPERBACK will be 112-pages and retail for $9.95 ($12.50 Canadian).

This month's regular issue, *X-O MANOWAR* #19, is part two of the exciting three part "Operation Deep Freeze" saga. At the bottom of the world, Aric battles the U.S. military to retain possession of "the Good Skin." The creative team of JORGE GONZALEZ, JIM CALAFIORE, and TOM RYDER craft a powerful story that will have both short and long term ramifications on the VALIANT universe. *X-O MANOWAR* #19 will be 32 pages and retail for $2.25 ($2.85 Canadian).

Finally, early June will see the *X-O MANOWAR*™ POSTER, the first ever "for sale" poster produced by VALIANT. The poster is the soon to be classic JOE QUESADA front cover for *X-O MANOWAR* #0, and is sure to be a favorite of all VALIANT fans. The *X-O MANOWAR* POSTER will retail for $4.95 ($6.25 Canadian) and is scheduled to ship in June.

PLANET STUDIOS, licensed vendor for VALIANT pins and jewelry, is also celebrating X-O Month. Planet Studios will produce two chromium pins for the occasion; one an *X-O MANOWAR* figure pin, and the other featuring the *X-O MANOWAR* icon. Both pins will retail for $6.95 U.S. Planet Studios will also produce a gold-plated brass replica of the X-O control ring, which will retail for $25.00.

With so many fine products coming out, X-O MONTH is sure to have something for everyone to celebrate.

VALIANT. QUALITY APPAREL™

Giving You the Shirts Off Our Backs

Due to popular demand, July, 1993 sees the launch of *VALIANT Quality Apparel*, a line of fine, quality shirts and caps produced and enforced by VALIANT. VALIANT Quality Apparel will be available through all stores that carry VALIANT comics. The following items are being offered for shipment in July:

BLOODSHOT™ BASEBALL JERSEY
$23.95/$30.30 Canadian
Highest quality white baseball jersey with olive green sleeves has a four-color image of *BLOODSHOT* on front and VALIANT Quality Apparel logo on back. Available in Men's Medium and Extra-Large sizes.

SHADOWMAN™ T-SHIRT
$15.95/$20.20 Canadian
Highest quality, 100% preshrunk cotton, Hanes "Beefy-T" black short sleeve t-shirt with white *SHADOWMAN* icon on front and red and white VALIANT Quality Apparel logo on back. Available in Men's Medium and Extra-Large sizes.

VALIANT® GOLF SHIRT
$27.95/$35.35 Canadian
Black golf-style shirt with embroidered VALIANT logo in breast pocket position. Available in Men's Medium, Large and Extra-Large sizes.

VALIANT® BASEBALL CAP
$13.95/$17.65 Canadian
Black baseball-style cap with embroidered VALIANT logo on front. Adjustable plastic headband, so one size fits all.

"DEATHMATE™ YELLOW" TOUR SHIRT
$16.95/$21.35 Canadian
Highest quality, 100% preshrunk cotton, Hanes "Beefy-T", black short sleeve t-shirt with full color IMAGE/VALIANT logo in breast pocket position on front, and full color *DEATHMATE* logo and cover art for *DEATHMATE* Yellow on back. Men's Medium and Extra-Large sizes.

"DEATHMATE™ BLUE" TOUR SHIRT
$17.95/$22.60 Canadian
Highest quality, 100% preshrunk cotton, Hanes "Beefy-T", white short sleeve t-shirt with full color IMAGE/VALIANT logo on front breast pocket, and full color *DEATHMATE* logo and cover art for *DEATHMATE* Blue on back. Available in Men's Medium and Extra-Large sizes.

EDITORIAL

Spring is the season of changes. From time to time, it is necessary to shuffle the deck to insure that our creators stay sharp. Some decide it's time to move on to other projects, or they just want to take it easy for a while. Whatever the case, we do our best to accommodate them. Here is a brief listing of the VALIANT Spring Shuffle:

ARCHER & ARMSTRONG

Barry Windsor-Smith finishes his run on *ARCHER & ARMSTRONG* with issue #12. Replacing him as writer is *Mike Baron* (of *Nexus* and *The Punisher* fame). You can expect to see a startlingly different direction to the adventures of VALIANT's tongue-in-cheek road warriors.

X-O MANOWAR

For those that haven't noticed already, *Jorge Gonzalez* has already written a few issues of *X-O MANOWAR*. Jorge plans to shake the tree with stunning new concepts in the months to come. Having colored the series since its beginning, few writers have a better grasp of our warring Visigoth than Jorge.

The "Mighty Moses" is back! *Tom Ryder* returns as finisher (as of issue #18), bringing back that special look to *X-O MANOWAR*.

The "Coach", *Mark Moretti* has given us his latest penciling discovery to round out the permanent team with *Paris Kiriacou*. "Mad Dog" Kiriacou (as he's affectionately called by Knob Row) is probably the most energetic freelancer in the history of VALIANT, and you're going to see great things from him, starting with issue #20 of *X-O MANOWAR*.

MAGNUS ROBOT FIGHTER

Meanwhile, *Jim Calafiore* (who's penciled issues #17 - 19 of X-O) moves on to bring a new visual excitement to the 41st century. *Jim Jones* (*John Ostrander* and *Ralph Reese* starting with issue #27.

Trading Places

ETERNAL WARRIOR inker, *Jimmy Palmiotti* moves to *SOLAR, MAN OF THE ATOM* with issue #24, while "The Legend" himself, *Stan Drake*, takes over the *ETERNAL WARRIOR*, inking *Mark Moretti*. Meanwhile, *Paul Acito* ("Smokey" to Knob Row) replaces *Tom Ryder* as finisher on the two-fisted adventures of *The H.A.R.D. Corps*.

Moving Up the Ranks

Internally, *Jennifer Maldonado* moves to Manager of Marketing Special Projects, replacing *Michelle Perez*. Jen will be overseeing the creation of *The Valiant Voice* with *Jim Perkins*. Stepping in to fill Jen's shoes (figuratively speaking, of course — Tony does not wear women's clothing...as far as we know!) as Editorial Coordinator/Assistant Editor is the Production Department's own *Tony Roland*.

Bob Layton
Editor-In-Chief

VALIANT.

BOB LAYTON Sr.V.P. (Here to Ohh!)

STEVEN I. MASARSKY Publisher, C.E.O.

JON BARTZ Sr. V.P.

JOHN VANHOOK Executive Editor

[illegible] Editor

DON PERLIN V.P. Special Projects/ Creative Director

JONY BEDARD Editorial Coordinator

FRED PIERCE V.P. Production

JO DUFFY V.P. Events

JENNIFER MALDONADO Manager of Marketing, Special Projects

[illegible] Sales Promotion Director

JADE MOORE Art Department Supervisor

[illegible] Director

SIMON FINCH Computer [illegible] Manager

SCOTT [illegible] Design Director

RANDY [illegible] Coordinator

SEYMOUR [illegible] V.P. Advertising Sales

JOHN [illegible] Manager

MEAGHAN TAYLOR Direct Sales Manager

[illegible] Accessories Manager

SEABORN ADAMSON Valiant Art Editor

James Parham & Jennifer Maldonado
VALIANT VOICE EDITORS

Scott Friedlander & Ellen Mak
VALIANT VOICE ART DIRECTORS

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A CONVERSATION WITH
THREE MEN AND A COMIC

Jorge Gonzalez, Paris Karounos, Tom Ryder

The last few months have brought major changes to the pages of *X-O MANOWAR*. After a period of transition, a new team has emerged, bringing with it new ideas and new life.

Jorge Gonzalez, X-O's long-standing colorist, takes over the scripting from Bob Layton. Tom Ryder returns to the inking of X-O after a successful run with the J.L.A.R.D. Corps. And freshman "Knob" Paris Karounos, is initiated with the penciling of one of Valiant's most successful books.

The Valiant Voice talked with the trio about their beginnings, influences, nicknames, the Madonna connection and other serious topics.

VV: Tell us some of the basics about yourselves.

PK: Paris Karounos, 28 years old, from the Bronx, New York.

TR: Tom Ryder, 25 years old, from Hudson, New York.

JG: Jorge Gonzalez, 25 years old, from Miami, Florida.

VV: Okay, okay...Let's try something a bit more difficult. How did you get interested in comics?

JG: I wanted to do comics since I was little.

VV: Why?

JG: I have no idea...No, actually, when I was 2 years old, there was a little Batman on my birthday cake, so...

PK: The seed was sown.

VV: Were you a big comic-book reader when you were young?

JG: Yes. I read mostly D.C.'s Justice League, Batman. Star Wars was a big influence on my life. (They all nod in unison.)

VV: Was there a particular artist you were influenced by?

JG: Perez, Byrne, Michael Golden...Then, later on, I got into Art History...the whole Michelangelo thing... I love a lot of the Greek art...I received my minor in Art History.

VV: Where did you go to college?

JG: University of Florida. I got my BA in English. Then, the Kubert School.

VV: Okay...How about you Tom? How did you get interested in comics?

TR: It was about the seventh grade. Star Wars had just been released...the special effects had a real impact. That's when I started picking up comics. I don't know when I picked up my first one...Wait, I remember...There was this little store on the corner near where my grandmother used to live. They used to have comics with the masthead ripped off...they were about a dime. Heh...my first comic, didn't even have a masthead. It was the Legion of Super Heroes. Then I started reading the X-Men...Byrne at his best.

VV: Was he one of your influences?

TR: An early one.

VV: Where did you go to school?

TR: Hartwick College for two years: Art major, Political Science minor; then the Kubert School.

PK: Kubert School, huh? The fateful meeting with Jorge.

TR: And here we are...

VV: Question time, Paris...ready?

PK: Yup. I wanted to do comics since I was thirteen. Since the new X-Men began.

VV: Influences?

PK: Every artist that worked on the X-Men was an influence.

VV: Any one in particular?

PK: John Byrne. He was very influential. Still is. But the biggest influence, as an artist, is someone I met in college. I went to Hunter College where I met Anthony Panzera, a professor there. He's brilliant...He studies classical drawings. He doesn't study line drawings, his emphasis is on the shadows...similar to the effect of a photograph. Studying with him is when I felt I actually became an artist. Now when I go to draw a page I'm not just following what I've seen in comic books...I, and Jorge and Tom for that matter, have actually had some classical background that strengthens what we do. But, in my case I don't feel that I've mastered the comic book style...but I will.

TR: Takes time.

VV: What do you think of the medium, right now? About what's out there?

JG: Most of it is bad.

TR: Junk.

JG: The people out there don't care about the craft anymore.

VV: So it's changed since you were young?

TR: Definitely. The concern now is money.

VV: Okay, I'll play devil's advocate. Could it be, not that it's changed so much, but now you're on the inside and that offers a different view then when you were just a fan.

TR: Of course it's a different perspective, it would have to be. But it's not as simple as being on the inside. The industry is a huge "business" now and, unfortunately, the art suffers. In some cases, willingly...for the sake of the dollar.

PK: I think the industry has expanded so much, it's analogous with baseball. In the old days, you had only a few teams, so the competition was fierce. Your dedication, professionalism and quality was what got you on the team. But when the game showed a profit, more teams cropped up, and quantity was more important than quality. That's what's happened with the comic book industry; the level of quality went down in exchange for more companies and more titles, which unfortunately meant more money. Now there are too many bodies that have not mastered the craft.

VV: So, if the overwhelming motivation is money, what's your motivation?

JG: To entertain, as stupid as that may sound.

TR: To get to a certain point, I guess.

VV: Which is?

TR: To do my own stuff...

JG: Well, yeah...eventually...artistic fulfillment is the goal.

TR: But for now, it's to entertain and to learn everything I possibly can.

JG: Let's be realistic; money is an issue. It's survival. But that's in the future. Right now, we're all still learning. We've all only been at this for a short time, so the experience is what we're working for now.

VV: Paris?

PK: At thirteen, making comics became my goal. I'm still determined to make it. My forward is not letting anything get in my way. Knowing that I'm actually doing this is my motivation. I left a job working ninety hours and making more money... so either I'm dedicated or nuts.

JG: I remember the joy I used to get reading comics when I was little. And, if someone is getting that joy from the stuff we do, then there's a definite fulfillment.

VV: Jorge, how did you get to VALIANT? How were you "discovered"?

JG: I had decided not to return to the Kubert school, Joe Delbo, a teacher there is friends with Don Perlin (VALIANT's Creative Editor and penciler of Bloodshot) and knew that VALIANT was hiring. He told me that there was this new company that was looking for people and suggested I go in. So, I did and they hired me for some strange reason (laughs). I still don't know why.

VV: Is this at the beginning of VALIANT?

JG: About the time Magnus started. The early years...about two years ago.

VV: As an English major, does that help in the writing?

JG: Definitely.

VV: But "traditional" writing is so different...

JG: Not really. You have to know how to form a sentence. And it gave me the opportunity to read a lot. Different things. More diverse...you know what I mean.

PK: Spoken like a true writer.

VV: Though writing for comics is distinctly different than from writing a book...What I'm asking is how you made the transition.

JG: Well, I guess I adapt what I know to suit the medium. I think it's easier for me than for someone that may have a writing background, but never read comics. I have a certain familiarity with the genre...I know the conventions that are used. Coupled with what I learned in college, it helps a great deal.

VV: So, explain the Madonna connection? (everyone laughs...except Jorge)

JG: I don't know what you're talking about...What has she said? No, I don't know anything about it. But, if she's reading, my phone number is 4**-****.

VV: So, Tom, how were you discovered?

TR: Well, Jorge got a job here and told me they were still looking for people. This was a couple of weeks after Jorge started.

VV: VALIANT is known for its on-the-job training. First "Knob Run", then working up the ladder. What's that like?

TR: It's definitely on-the-job. The sheer amount of work forces you to hone your craft quickly. That was great training ground for me. And, luckily, I got to work closely with Bob [Layton]...I've learned more from him in the time I've been here than I ever could have anywhere else.

VV: Paris, how does it feel to be the newest member of the VALIANT family?

PK: Insecure...a little. Gosh, I've got to prove myself.

VV: Why do they (continued on page 7)

VOICE MAIL™

Please address all correspondence to:
VALIANT VOICE™ c/o VOYAGER COMMUNICATIONS INC. • 275 Seventh Ave. New York, New York 10001

Dear VALIANT:

I blame it all on ***ARCHER AND ARMSTRONG*** #0. That was my very first VALIANT title. Less than a year later, (and several back-issue hunts) I now own every issue of ***A&A***, ***ETERNAL WARRIOR***, ***BLOODSHOT***, ***H.A.R.D.CORPS.***, ***SHADOWMAN***, ***SOLAR***, and ***X-O MANOWAR***. I'm missing just a handful of other titles (***RAI*** #1 and #2, ***HARBINGER*** #5, ***MAGNUS*** #12).

Congratulations on your stunning success! I didn't know what title to send this to, since I enjoy them all so much. Strangely, you have managed to put a "spin" on many tired, old concepts. ***SOLAR*** (all-powerful cosmic hero) is filled with human frailty. ***X-O*** (a guy in an armored battle-suit is actually comparable to "The Odd Couple", since the barbarian inside is so...well...*barbaric*! Conan meets Iron Man—but much better! ***ARCHER AND ARMSTRONG***...not just another team, buddy book! I could go on and on, but the point is...VALIANT has breathed new life into this industry. While I know you need to make money, you do not seem as greedy or "corporate" as the "Big Two" (Is it now the Big Three?). You seem genuinely concerned about characterization, plot, and story. Bravo! My only fear is that VALIANT will become too big and may lose the wonderful qualities that have brought you so much success.

Please—do not flood the market with spin-off galore. I don't think we need three ***X-O MANOWAR*** titles or four ***BLOODSHOT*** books. Stay original and stay creative. New books are fine, as long as they are unique entities.

Let me guess...after ***TUROK, SECRET WEAPONS***, and ***DR. MIRAGE***...I'll bet you're planning Ivar, the Time Master? I wouldn't be surprised to also see a Geomancer title. Is VALIANT planning any mini-series, other than cross-company endeavors?

Anyway, enough praise for one day. The only thing I don't like is the way you date each story with a year. Won't this screw up your continuity 15 years from now if Archer is still a teenager? Just curious!

Jeff Dyer
Peoria, IA

VV: Thanks for the kudos, Jeff. We're glad you enjoy the books so much - that's why we produce them. We feel VALIANT writers are the best in the industry, creating solid stories that challenge the reader. It's the foundation for VALIANT's success.

VALIANT become a huge corporate bureaucracy like...!!! NEVER! The growth of the VALIANT universe is slow and steady and planned for the long term. By the end of 1993, VALIANT will be releasing 15 titles per month, but we have gone on record as saying 20 monthly titles is the most we would ever produce. Why? Because VALIANT doesn't want to put an undue burden on both the retailer and consumer.

As for your guesses about new titles...you'll just have to keep reading your VALIANT comics to find out.

To The High Standards Folks,

I really don't know how you have put together the excitement of early pulps, art gallery work concerning the ancient past and a far future in a world that spins for tomorrow. You guys are the best thing in comics since the 1930's to 1960's. I collect art and your comics and they are twins. Your cover art is well, if I may say so, damn crisp. Your stories are positive and have the feeling of early 20th Century writers like Alger and Grey with the wildness of H.P. Lovecraft. And yet I believe it's really a revival of all that has been done before and many new ideas that thrust us into the next century. I would dare say your art alone sucks the blood from my veins, giving me hours of enjoyment. I've put about eight of your best covers, matted and framed, on the wall next to my favorite oil paintings from the 19th Century. Keep up what you're doing. You are making people happy.

Sincerely,
Mick Starr
Keokuk, IA

VV: We just want to make good comics, and when people take the time to write us and say we're on the right track, we really appreciate it. You made a lot of people at our offices happy with your letter. Thanks, Mick.

• • •

Dear VALIANT:

I wanted to take a moment and tell you how great I think the Voice is! I am always on the lookout for articles and information on VALIANT and to have it direct from the source is even better. The features were interesting and I'm already looking forward to the next issue.

Among the reasons that I support VALIANT, one of the less obvious but most important ones is the creativity and innovative ideas you use in the marketplace. Everyone else copies what VALIANT does and the proliferation of zero issues, mail-in coupons, flip-books, chromium cards and gold variant issues is a testament to this. This Summer, several publishers are premiering new super-hero lines which are promising great stories and art, "innovative" promotional techniques and "fresh, new characters." None of these companies would have dared try this three years ago before VALIANT showed everyone that it was possible for a new publisher to succeed. If Deathmate is half as successful as it should be, I wonder how long it will take other publishers to produce their own company crossovers?

Now, VALIANT has done something creative for their fans, a fanzine. While not an original concept, this is more than a listing of what comics you'll have coming out in a certain month with the required "comic of the month" article. The Voice is both fun and informative and an idea who's time has come (I just wish I would have thought of it).

Finally, thanks for not polybagging any of your titles. I'm more than a little tired of this gimmick and wish other publishers would follow your direction and not use them.

Sincerely,
Ray Corcoran
Miami, FL

VV: We're trying hard to make the VALIANT VOICE a special publication for VALIANT readers, Ray, so thanks for the vote of support. The Summer of '93 does seem a little crowded, with a lot of companies making boasts and claims that VALIANT already delivers. Oh well, it's that "sincerest form of flattery" thing, I guess. As for polybagging our comics...NEVER! It's a practice we don't think is quite fair, and it would be great if the other guys would stop it. It's almost as if they were afraid to let you read their comics or something...

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Dear VALIANT Voice,

First, let me say that I love VALIANT! I collect six of your titles: ***MAGNUS***, ***RAI***, ***SHADOWMAN***, ***ARCHER AND ARMSTRONG***, ***BLOODSHOT***, and ***X-O MANOWAR***; and I love them all.

Secondly, in ***RAI*** #0, Solar split into two. We know now what happened to one of them in the new ***DEATHMATE*** limited series, but what about the other one, the one that went into seclusion? It said that he didn't awake until the alien invasion of 4001. Well, the invasion has been happening for a while in the pages of ***MAGNUS*** and ***RAI***, and we haven't seen him yet. When will we?

Sincerely,
Storm Ross
Traverse City, MI

*VV: The Malev invasion of 4002, which is the current storyline running through **MAGNUS ROBOT FIGHTER** and **RAI AND THE FUTURE FORCE**, isn't the first time Earth was threatened by an alien menace, Storm. Earth was invaded in 4001 by...the Spider Aliens! In **MAGNUS ROBOT FIGHTER** #5 - #8, the Spider Aliens try to invade, but are beaten back by **MAGNUS**, **RAI**, **SOLAR**, and the entire nation of Japan (in its dragon configuration). Unfortunately, Japan is damaged and unable to return to Earth (it does during Unity, thanks to Erica Pierce, but the citizens really had no choice in the matter), and **SOLAR** is presumed to have been killed destroying the Spider Aliens' fleet.*

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Let's keep those cards and letters coming in, folks. If you've got any questions or comments for the VALIANT VOICE, please send them to: VOICE MAIL, c/o VALIANT VOICE, 275 Seventh Ave. - 14th Floor, NY, NY 10001.

NEWS BRIEFS

DAWN OF THE VALIANT ERA

VALIANT is pleased to announce that the first of a long awaited UPPER DECK/VALIANT trading card sets is scheduled to ship in late June/early July. The *VALIANT ERA* is a 120-card set featuring cover art from every VALIANT action/adventure comic published between March, 1991 and December, 1992. Each card in this exceptional set will have UV coatings on both sides, trademark Upper Deck holograms, and a striking "artwork only" full bleed design that enhances the beauty of the extraordinary VALIANT cover art. A detailed plot synopsis, piece of interior art, logo, issue number, and date of publication will be featured on each card back. The *VALIANT ERA* trading card set will be a must have for all fans of VALIANT, especially those looking for early, hard-to-find issues key to the VALIANT continuity.

Upper Deck will also produce two exciting ten card subsets which will be randomly inserted. Some of these cards will be produced using a revolutionary printing technology so new that it hasn't even been given a name. The "First Appearances" subset features ten prominent characters, the books they first appeared in, and facts about their significance to the VALIANT Universe. The second ten card insert set will feature "Unseen Art" - various alternate and upcoming covers, character treatments, and other never-before-seen art. As an extra bonus, a rare card featuring art by Joe Quesada will be randomly packed. The *VALIANT ERA* will be marketed under Upper Deck's new PYRAMID imprint for non-sports products, but will still carry a trademark Upper Deck hologram and be easily identified as an Upper Deck product. See next month's VALIANT VOICE for more information on upcoming VALIANT/UPPER DECK products.

PLANET STUDIOS UPDATE

Planet Studios has announced two new licensed products in their line of high quality VALIANT jewelry. The first is a Turok cloisonné pin featuring VALIANT's resident dinosaur hunter silhouetted against a spectacular sunrise. The second pin features Turok's hated enemies - the bionosaurs - also in silhouette. Both cloisonné pins retail for $6.95 and will be available this July.

CORRECTION

We would like to correct two errors published in VALIANT VOICE #2. The battle with Mesopotamian soldiers that wiped Gilad and Aram's (and Ivar's) tribe occured in 3249 B.C., not 3219 B.C. as listed. Also, Turok is a member of the Kiowa tribe, not the Lakota.

VALIANT ART TOUR

The following are upcoming stops on the VALIANT Art Tour. Check it out when it comes to your area!

May 5th - 15th
The Great Escape
2433 Bardstown Rd.
Louisville, KY 40205
(502) 456-2216

May 18th - 26th
The Great Escape
1925 Broadway
Nashville, TN 37203
(615) 327-0646

X-O MANOWAR™

This month's centerspread is a reproduction of the wrap-around cover for ***X-O MANOWAR #0***, by Joe Quesada and Jimmy Palmiotti.

X-O MANOWAR #0 is the prequel to the popular *VALIANT series*, and tells the story of Aric of Dacia before he donned the X-O Manowar armor.

X-O MANOWAR #0 will also feature the industry's first ever full chromium™ wrap-around cover.

VALIANT.

Almoth

VALIANT. SERIAL NUMBER CONTEST

We Created the Universe...Now YOU Can Own It

Imagine...owning a copy of every product ever made for the VALIANT Action Adventure comic book line. Not just a copy of every regular issue, but every gold logo, every premium book, every poster and promotional item produced by VALIANT between March, 1991 and June, 1993. That's the Grand Prize in the VALIANT SERIAL NUMBER CONTEST.

All regular VALIANT titles shipping in May and June will carry an individual serial number as part of the VALIANT SERIAL NUMBER CONTEST. Bound into each book will be an insert with that copy's alpha-numeric serial number. In August, VALIANT will draw lucky number winners, for prizes as follows:

- **GRAND PRIZE (1 awarded)** - A complete collection of all the VALIANT Action Adventure books published from March 1991 to June 1993, including all #1's, #0's, all golds, variations, etc., an uncut sheet of Magnus cards, various promotional materials, etc.
- **2nd Prize (1 awarded)** - a complete run of *MAGNUS ROBOT FIGHTER™* with any related promotional items.
- **3th Prize (1 awarded)** - a complete run of *SOLAR, MAN OF THE ATOM™* with any related promotional items.
- **4th Prize (1 awarded)** - a complete run of *HARBINGER™* with any related promotional items.
- **5th Prize (1 awarded)** - a complete run of *X-O MANOWAR™* with any related promotional items.
- **6th Prize (1 awarded)** - a complete run of *SHADOWMAN™* with any related promotional items.
- **7th Prize (1 awarded)** - a complete run of *ARCHER & ARMSTRONG™* with any related promotional items.
- **8th Prize (1 awarded)** - a complete run of *ETERNAL WARRIOR™* with any related promotional items.
- **9th Prize (1 awarded)** - a complete run of *RAI™* with any related promotional items.
- **10th Prize (1 awarded)** - a complete run of *H.A.R.D. CORPS™* with any related promotional items.
- **11th Prize (1 awarded)** - a complete run of *BLOODSHOT™* with any related promotional items.
- **12th Prize (100 awarded)** - a complete run of *TUROK, DINOSAUR HUNTER™* with any related promotional items.
- **13th Prize (100 awarded)** - a copy of *DEATHMATE™* Prologue with any related promotional items.
- **14th Prize (100 awarded)** - a copy of *SECRET WEAPONS™* with any related promotional items.

Here is a complete listing of all books that will be a part of the VALIANT SERIAL NUMBER CONTEST:

ARCHER & ARMSTRONG™
#13 & #14
BLOODSHOT™
#7 & #8
ETERNAL WARRIOR™
#13 & #14
HARBINGER™
#20 & #21
H.A.R.D. CORPS™
#9 & #10
MAGNUS ROBOT FIGHTER™
#27 & #28
RAI AND THE FUTURE FORCE™
#12 & #13
SECRET WEAPONS™
#1
SHADOWMAN™
#16 & #17
SOLAR, MAN OF THE ATOM™
#24 & #25
TUROK, DINOSAUR HUNTER™
#3 & #4
X-O MANOWAR™
#19 & #20

And now for the mandatory boring legal stuff (but read it anyway - it tells you where to send your winning entry).

VALIANT SERIAL NUMBER CONTEST RULES AND REGULATIONS

1. **NO PURCHASE NECESSARY!** Individual sweepstakes lucky numbers are printed in the "WIN A VALIANT COLLECTION" advertisement found in specially marked Voyager Comic Books on sale May-June 1993. You may obtain a free "Lucky Number" (while supplies last) by mailing a self-addressed stamped envelope to: VALIANT LUCKY NUMBER REQUEST, P.O. BOX 679, SAYREVILLE, NJ 08871-0679. Residents of WA and VT need not affix return postage. Limit one request per individual, address, or household. All requests must be received by June 30th, 1993.

2. Compare your lucky number to the list of winning numbers, generated at random by computer under the supervision of Marden-Kane, Inc., and printed in the August, 1993 issues of specially marked Voyager Comic Books or on display at participating retail outlets. You may also obtain a listing of the winning numbers by mailing a self-addressed stamped envelope after August 15th, 1993 to: VALIANT COLLECTION WINNING NUMBERS, P.O. Box 1239, Old Chelsea Station, New York, NY 10011. Residents of WA and VT need not affix return postage.

3. **PRIZES:** (1) Grand First Prize, set of all comic books in 1st prize through 14th prize, cover retail value $527.65, (1) 2nd prize, *MAGNUS*, CRV: $101.55, (1) 3rd, *SOLAR*, CRV: $59.00, (1) 4th, *HARBINGER*, CRV: $72.70, (1) 5th *X-O*, CRV: $60.15, (1) 6th, Shadowman, CRV: $42.50, (1) 7th, A & A, CRV: $42.00, (1) 8th *ETERNAL WARRIOR*, CRV: $34.25, (1) 9th, *RAI*, CRV: $33.55, (1) 10th, *H.A.R.D.CORPS*, CRV: $25.75, (1) 11th, *BLOODSHOT*, CRV: $19.50, (100) 12th, *TUROK*, CRV: $12.00 each, (100) 13th, *DEATHMATE*, CRV: $6.40 each, (100) 14th, *SECRET WEAPONS*, CRV: $4.50 each. Odds of winning are: Grand through 11th prize 1:8,000,000, 12th prize 1:80,000, 13th prize 1:80,000, 14th prize 1:80,000

4. **HOW TO CLAIM A PRIZE:** If your "lucky number" matches one of the winning numbers generated by computer, you are a winner. To claim your prize, make a copy of the page with your winning number for your records. Then mail the entire comic book via certified mail, return receipt requested to: VALIANT COLLECTION WINNERS, P.O. BOX 1239 OLD CHELSEA STATION, NEW YORK, NY 10011. Once your claim has been verified as a winner, your comic book will be returned to you and your prize will be processed. All claims must be received no later than September 7th, 1993.

5. If you are not a Lucky Number winner you are still eligible for any unclaimed prizes and special prizes in a Second Chance Sweepstakes. To enter, mail your name and address clearly hand printed on a 3" x 5" piece of paper to: VOYAGER SECOND CHANCE SWEEPSTAKES, P.O. BOX 505, SAYREVILLE, NJ 08871-0505. One entry per envelope, mechanically reproduced entries not eligible. Not responsible for late, lost, or misdirected mail. All entries must be received by September 15th, 1993. Winners will be selected in a random drawing conducted by Marden-Kane, Inc., on or about September 20th, 1993 from all eligible entries received. Decision of the judges is final on all matters relating to this sweepstakes. Odds of winning the unclaimed prizes are dependent upon the number of entries received and the number of prizes available. SPECIAL SECOND CHANCE PRIZES: 10 prizes, set of all gold books published, cover retail value $25.00 per set. Odds of winning dependent of the number of entries received. Total value of prizes: $3,558.60.

6. Sweepstakes open to residents of the U.S. except Voyager Advertisers and employees, immediate families of Voyager Communications, its affiliates, subsidiaries, distributors and retailers of VALIANT Comic Books and Marden-Kane, Inc. Void where prohibited or restricted by law. All Federal, State and local laws apply. Winners may be required to execute an Affidavit of Eligibility and Release which must be returned within 14 days of notification or an alternate winner will be selected. Winners consent to the use of their name, photograph and/or likeness for advertising and publicity purposes without additional compensation. Taxes, if any, are the sole responsibility of the prize winners.

7. To receive a list of major prize winners, (Grand through 11th) available after September 20th, 1993, send a stamped self-addressed envelope to: VOYAGER WINNERS, P.O. BOX 1239, OLD CHELSEA STATION, NEW YORK, NY 10011.

Remember: Every newly released regular VALIANT comic purchased during the months of May and June increases the chances of winning. This may be your only opportunity to receive the entire VALIANT history...all in one shot...FOR FREE.

THE VALIANT® SERIAL NUMBER CONTEST
One Number Won It All

• RETAILERS: PLEASE POST THIS PAGE IN YOUR STORE •

"A Conversation..." (continued from page 2)

call you "Mad Dog"?

PK: Cause I bite? I don't know...(laughs)...I think it has to do with my enthusiasm...I'm enthusiastic...or it could be that if someone criticizes me, I'm like a rabid dog, ready to kill. How dare they! (everyone laughs)

VV: *Jorge, how do you feel about taking over X-O, knowing that Bob [Layton] has such a strong following?*

JG: Weird...it's very much. I mean...it's still Bob's book. Those are big shoes to fill. Overwhelming. I sometimes feel as if I don't know what I'm doing.

VV: *Does he help you?*

JG: Yes. Very much. We work together on it. But sometimes, I don't think about what I want to do...it's more like, "what would Bob do here?"

VV: *Do you feel restricted by that?*

JG: No. Not at all. I'm still learning what I'm doing. It's a good balance. Bob's very easy to work with and has made it a very comfortable relationship.

VV: *You [Jorge] and Tom have been working on X-O from the beginning...When did you start, Tom?*

TR: I helped Bob talk issue #2 and then I inked issue #3.

VV: *...how have you both seen it change?*

TR: I've seen a lot of pencilers come and go...

PK: Oh, no!!

VV: *No...more in terms of the story-line. What changes have you seen?*

TR: I think what Jorge's doing is putting the focus more on Aric's adventures. Because, first it was the spider aliens, then Unity, then Tank...now the story is going more towards him and his life. He's also getting more of a supporting cast. For awhile it was pretty much only Aric and Ken.

VV: *How do you work on ideas? Jorge, is it just you and Bob?*

JG: No...it's everyone...Tom, Bob, Kevin (Executive Editor, Kevin VanHook), Jon Haris...people in the office...everyone has ideas. That's pretty much how it is for all the books.

VV: *There's lots of talk about what's going to happen with X-O...Aric losing the armor...Randy Cartier wearing it...What are your plans? Without giving too much away, what can the reader look out for?*

PK: Well, Aric is going to be going away to South America, the jungles...I can't wait to do that.

VV: *How long is Aric going to be without the armor?*

JG: Three issues. He's fed up with the modern world, so he takes off. Leaves the armor in Randy's hands; but it'll be too much for her to deal with.

VV: *How so?*

JG: Well, as she explores her darker side, The armor will reflect that. By the time Aric gets back, she'll be more than happy to be rid of it.

VV: *Is she going to stay around?*

JG: Yes.

VV: *Anything else?*

JG: Aric will realize that he can't run away; even in the jungle, civilization is still there. When he gets back, he'll attempt to be more of a '90's kind of man.

VV: *Alright, that sounds promising. How about some words of advice for aspiring artists?*

JG: Don't do it unless you're really dedicated and have patience.

TR: Study...not only comics, but other forms of art. It can only help you.

PK: Love what you do, whatever it is. And respect it...that's extremely important.

VV: *Great! Oh, one more thing...how was Puerto Rico?*

JG: Much needed!

TR: Can't wait to go back!

PK: I didn't go...!

INQUIRING VOICES

Just How Old Is Aric?

Aric of Dacia was born in 365 A.D. and captured by the Spider Aliens in 408 A.D. He was kept captive aboard a spaceship for the next 1,561 years, though he aged only four years, due to the time dilation effect of relativistic speeds, until Solar's attack on the Spider Aliens' ten-ship fleet allowed him to return to Earth (circa 1992) with the X-O Manowar class armor. That, however, is only half the story. At the end of Unity, X-O was transported back to 408 AD. Having been betrayed and witness to his beloved Deidre's death, Aric realized he no longer belonged in the fifth century. Traveling to what would one day be America, X-O buried himself beneath a tree, instructing the armor to wake him in 1992, roughly a month after he left for Unity. All totalled, time-traveler Aric is about 1,591 years old...and he doesn't look a day over 2,300.

THE FIFTEEN RAREST VALIANT COMICS

PART TWO OF THREE

It's time once again for the unique...the bizarre...the unusual...the world of "The Fifteen Rarest VALIANT Comics."

5. HARBINGER #2
"The Root of all Evil"

Ken is rushed to the hospital after having had shot. Dr. Hayward stabilizes her condition, then tells the kids to escaping an ambush. Sting and Zeppelin find a Harbinger warehouse, leading the team into a confrontation with Harada and his lieutenants. Defeating Harada's forces, the kids "liberate" a variety of weapons from the facility.

4. X-O MANOWAR #4
"King's Crossing"

Harada and Aric meet in New Orleans. The Harbinger kids try to ambush Harada, but are driven away by X-O. The two come to an agreement, but Harada realizes he will have to deal with X-O someday. This issue features the first appearance of Jack Boniface.

3. SOLAR, MAN OF THE ATOM #9
"Godchild"

Destroying what he hopes are the last of the Spider Aliens, Solar returns to Muskogee. When Erica Pierce complains of intense "heat flashes," Phil uses his powers to examine her. Within Erica is an unborn child now manifesting itself as energy. The "godchild" leaves Pierce's body, seeking energy to feed on. Solar follows it into space. Absorbing energy directly from the Sun, the godchild injures Solar, then tracks Pierce to a shopping mall. Solar battles the godchild until it loses energy and dissipates. Taken away by paramedics, Pierce is consumed with hatred for Solar. Also includes part nine of the "Alpha and Omega" story.

2. HARBINGER #5
"All For One..."

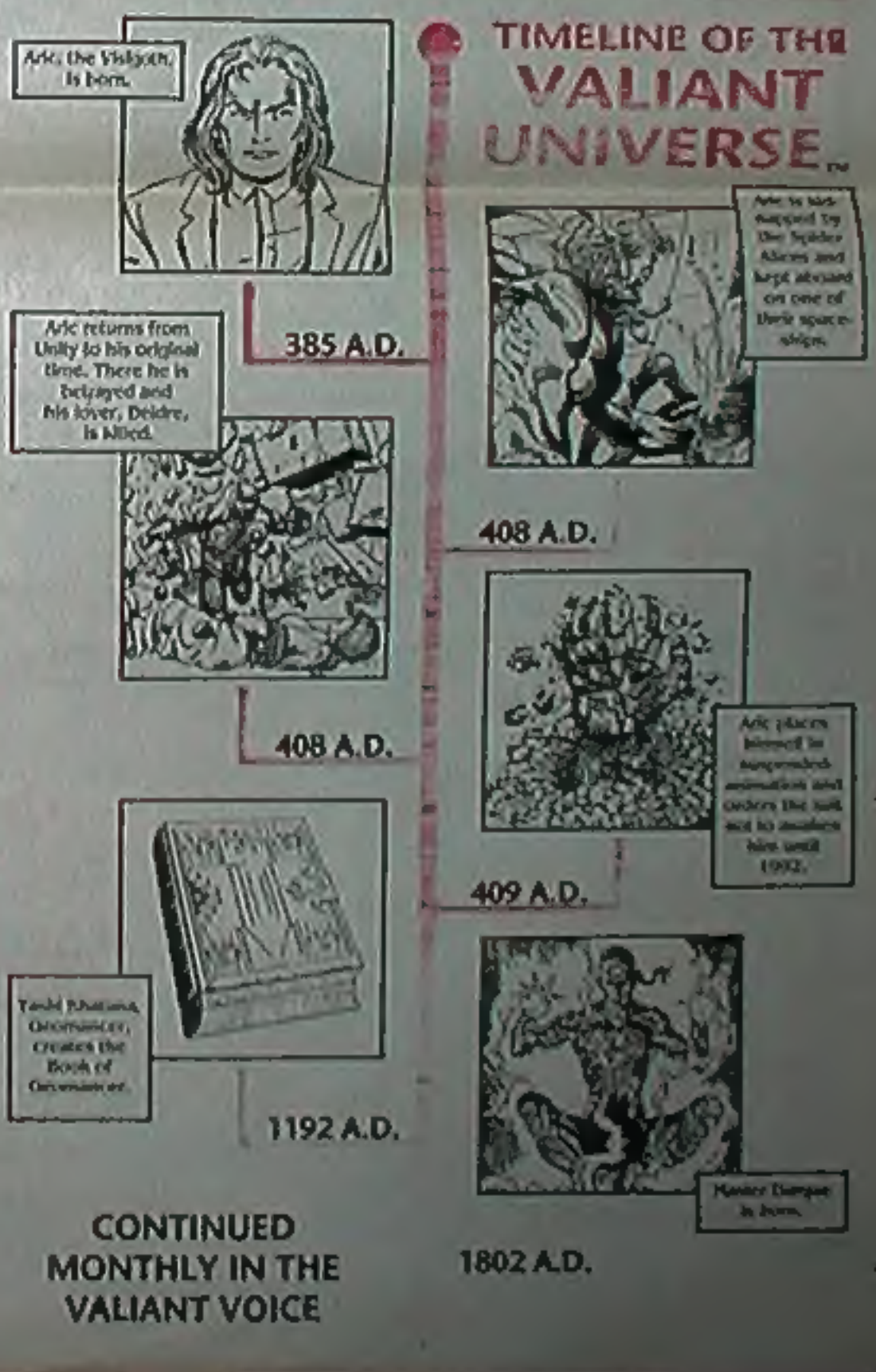
News of an explosion in a Harbinger facility sends everyone to Dallas. Harada arrives first and learns that Puff has lost control of [illegible]. Harada agrees to accompany Solar, Sting and the kids arrive, trying to help Puff. Solar supplies Sting with the needed information to save Puff.

1. HARBINGER #1
"One Small Step..."

Sting "pops" Ax's latent powers, and they learn of the Spider Aliens. Checking out the info, the kids are ambushed but fend off the attack. Finding a spaceship, they are transported to the aliens' warehouse. Rendered unconscious, all are placed in stasis, save Ax, who Rexo feels could be useful. Ax cuts a deal to save Zeppelin, but she turns on him and frees Sting. The kids try to escape, but Rexo and the Spider Aliens defeat them, leaving Flamingo to fight them alone.

Next Issue: THE GRAND FINALE!

TIMELINE OF THE VALIANT UNIVERSE


Aric, the Visigoth, is born.
385 A.D.
Aric returns from Unity to his original time. There he is betrayed and his lover, Deidre, is killed.
408 A.D.
Aric is kidnapped by the Spider Aliens and kept aboard one of their spaceships.
408 A.D.
Aric places himself in suspended animation and orders the ship not to awaken him until 1992.
409 A.D.
Tavel Manasa, Geomancer, creates the Book of Geomancy.
1192 A.D.
Master Darque is born.
1802 A.D.

CONTINUED MONTHLY IN THE VALIANT VOICE

~COMING THIS MONTH~

archer & ARMSTRONG #13

By Mike Baron, Rags Morales, John Dixon and Maurice Fontenot
$2.50/$3.15 Canadian • Shipping from Sparta

Armstrong sets out to teach Archer about the facts of life, whether Archer wants to know them or not.

BLOODSHOT #7

By Kevin VanHook, Don Perlin, John Dixon and Judy
$2.25/$2.85 Canadian • Shipping from Ronaldo

Bloodshot continues to search for the cause of two selfless deaths. He finds himself at odds with the Weaponeer's enforcer, Ninjak, who is searching for the same answers, but for different reasons.

ARMORED WARRIOR #13

By Kevin VanHook, Mark Morrell, Stan Drake and Paul Ashe
$2.25/$2.85 Canadian • Shipping from Ronaldo

"Return of the Immortal Enemy" pt. 2 of 3 - Having possessed Gilad's body, Caldone sets out to complete his revenge — to strike at those Gil held trusted and dearest, using Gil as his puppet!

HARBINGER #20

By Maerice Fontenot, Howard Simpson, Gonzalo Mayo and Mario Beevari
$2.50/$3.15 Canadian • Shipping from Sparta

Trapped in the Middle East, Pete is given an ultimatum — solve Kadigh's problem or their full potential is untold.

HARD CORPS #9

By David Michelinie, Mike Lacke, Paul Ashe and Dave Calystek
$2.25/$2.85 Canadian • Shipping from Ronaldo

A mysterious attack brings the H.A.R.D. Corps to South America. Can guest-star Turok shed some light on the matter?

MAGNUS ROBOT FIGHTER #27

By John Ostrander, Jim Calafiore, Ralph Reese and Mark Curtur
$2.25/$2.85 Canadian • Shipping from Sparta

The robot-hating Lazlo Noel returns to battle the Malevs with his own eccentric energy. But his plan to destroy the weather-control station puts him at odds with Magnus.

FUTURE FORCE #12

By John Ostrander, Sean Chen, and Kathryn Bolinger
$2.25/$2.85 Canadian • Shipping from Sparta

Rai and the Future Force clash with a gang of 41st Century marauders who prey on refugees trying to escape the Malev invasion. Can the town and the parties' reign of terror before the Malev stowaway catches up with them?

SHADOW #16

By Rob Hall, John Dixon and Mike Cavallaro
$2.50/$3.15 Canadian • Shipping from Ronaldo

Jack reaches the Big Apple, but his troubles are just beginning. When his motorcycle is stolen and he's threatened by drug dealers, Jack knows it's time for Shadowman to make an appearance on the "mean streets" of New York City.

SOLAR MAN OF THE ATOM #24

By Kevin VanHook, Peter Gross, Jimmy Palmiotti and Carol VanHook
$2.25/$2.85 Canadian • Shipping from Sparta

Phil tries to return to a normal life now that the threat of Master Darque is behind him — or so he believes... Out in deep space, the "other" Solar begins to ponder what fate has in store for him.

TUROK #2

By David Michelinie, Bart Sears, Randy Elliott and Jorge Gonzalez
$2.50/$3.15 Canadian • Shipping from Ronaldo

To continue his war against the hominoids, Turok forms an uneasy alliance with a South American drug kingpin.

X-O MANOWAR #19

By Jorge Gonzalez, Jim Calafiore and Tom Brevoort
$2.25/$2.85 Canadian • Shipping from Sparta

"Operation Deep Freeze" pt. 2 of 3 - Aric battles the U.S. military at the bottom of the world for control of the X-O Manowar armor.

VALIANT

COURTESY OF:

Next Issue:

VALIANT VOICE #4 leaves on *SECRET WEAPONS* as we talk with Joe Si. Pierro and Bob Wiacek. Once again, we step boldly into the breach with THE VALIANT ART AUCTION and the final installment of "THE FIFTEEN RAREST VALIANT COMICS"

See you in 30 days...